REMARKS

This paper is filed in response to the Office Action dated February 23, 2005. As this paper is filed on May 23, 2005, the paper is timely filed.

I. Status of Amendments

In accordance with applicants' response dated December 1, 2004, claims 4-9, 13-15, 22-24, 26, 40-45, 50-52, 56, 75-80, 84-86, 97-102 and 107-109 stand withdrawn with claims 25, 37, 46, 53, 103 and 110 canceled. By the amendment claims 1, 30 and 47 have been amended, new claims 116-121 have been added and claims 2-9, 38-45, 71-89, and 95-102 have been cancelled. Thus, claims 1, 10-24, 26-36, 47-52, 54-70, 90-94, 104-109, and 111-121 are pending, with claims 13-15, 22-24, 26, 50-52, 56, and 107-109 withdrawn. No fees are required as the net number of claims does not exceed the number for which applicants previously paid.

II. Response to the February 23 Office Action

Claims 1-3, 16-18, 71-74, and 87-89 are rejected under 35 U.S.C. 103 as allegedly unpatentable over Luciano, Jr. et al. (United States Patent No. 6,050,895). Also, claims 10-12, 19-21, 27-36, 38, 39, 47-49, 54, 55, 57-70, 81-83, 90-96, 104-106, and 111-115 are rejected under 35 U.S.C. 103 as allegedly unpatentable over Luciano, Jr. et al. in view of Kelly et al. (US Patent No. 6,007,426).

Claims 2-9, 38-45, 71-89, and 95-102 are canceled by way of this amendment, so rejections in regard to these claims are moot.

Claim 1 has been amended to recite, in part, "said bonus game comprising a Virtual Reality interactive game of skill awarding a bonus in relation to a level of a corresponding

physical interaction of a player with said first gaming unit." The specification discloses at paragraphs [0009] and [0010] [1] that Virtual Reality is:

> [A] term used for computer generated three dimensional environments that allow the user to enter and interact with alternate realities. The users are able to immerse themselves to varying degrees in a computer-generated artificial world, which can include a simulation of some form of reality. This is generally accomplished through the use of a Virtual Reality interaction system as known to those skilled in the art; such systems are designed to display the alternate reality to a user and allow interaction therewith. Such systems typically include a head mounted display and data glove and Virtual Reality stations that reproduce a specific area, such as a plane cockpit, the controls of a train engine, or the bridge of ship.
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> In simulation of reality, the focus is on reproducing perceptible aspects of a real environment as accurately as possible to create the illusion of an alternate reality. This can involve not only three dimensional images or holograms but also the incorporation of sounds, the generation of smells and technology that provides the sensation of touch. These computer generated realties may be representations of real world objects, or imaginary realties, created by a designer, etc. Typical examples of simulation of reality include architectural walkthroughs of buildings and Virtual Reality games.

Again, at paragraph [0031], the specification discloses use of a Virtual Reality chamber to "create the alternate reality sensations."

Luciano Jr., by contrast, discloses *simulated* games. That is, the games of Luciano Jr. involve a player viewing and interacting with a video display (col. 3:35-40). For example, see Luciano Jr., col. 5:12, 18, 30; col. 6:20; and col. 7:9, 39. Luciano Jr. is silent as to the creation of alternate reality sensations. Therefore, Luciano Jr. does not disclose, teach, or suggest the Virtual Reality interactive games of skill as described in the specification and claimed in claim 1.

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[1] Where an inconsistency exists in paragraph numbering between the application as filed and the application as published, the numbering of the application as filed is used.

Likewise, Kelly discloses a variety of computer and physical (real) games, for example col. 23:58-col. 24:2. Kelly does not disclose, teach, or suggest Virtual Reality interactive games of skill as described and recited in claim 1.

Consequently, the applicants traverse the rejection of claim 1 on the basis that neither Luciano, Jr. nor Luciano, Jr. in combination with Kelly discloses, teaches or suggests a bonus game comprising a Virtual Reality interactive game of skill as described in the specification and recited in claim 1. Since claim 1 is allowable, its respective dependent claims (10-18, 116, and 117) are also allowable.

Independent claim 19 recites, in part, a "bonus game comprising an interactive computer generated Virtual Reality game of skill awarding a bonus in relation to a level of a corresponding physical interaction of a player; and at least one Virtual Reality interaction system for communicating with said bonus game controller." For the reasons similar to those stated above, neither Luciano Jr. nor Kelly disclose, teach, or suggest a shared Virtual Reality bonus game of skill. Neither Luciano Jr. nor Kelly disclose, teach, or suggest an interactive computer generated Virtual Reality game of skill or at least one Virtual Reality interaction system as described in the specification and recited in claim 19. Because neither Luciano Jr. nor Luciano Jr. in combination with Kelly disclose, teach, or suggest each and every limitation of claim 19, the claim is allowable. Since claim 19 is allowable, its respective dependent claims (20-24, 26-29, 118 and 119) are also allowable.

Amended independent claim 30 recites, in part, "a bonus event controller configured for operating a shared Virtual Reality bonus event of skill in response to a bonus event trigger; ... said shared Virtual Reality bonus event of skill awarding a bonus in relation to a level of a corresponding physical interaction of a player located thereat." For the reasons similar to those stated above, neither Luciano Jr. nor Kelly disclose, teach, or suggest a shared Virtual Reality bonus event of skill. Neither Luciano Jr. nor Kelly disclose, teach, or suggest a bonus event controller configured for operating a shared Virtual Reality bonus event of skill. Because neither Luciano Jr. nor Luciano Jr. in combination with Kelly disclose, teach or suggest each and every limitation of claim 30, the claim is allowable. Since claim 30 is allowable, its respective dependent claims (31-36, 47-52, 54-70, and 120) are also allowable.

Independent claim 90 recites, in part, "participating in a shared Virtual Reality bonus event of skill for receiving a bonus event award in relation to a level of a corresponding physical interaction of a player when qualified to participate in said shared Virtual Reality bonus event." For the reasons similar to those stated above, neither Luciano Jr. nor Kelly disclose, teach, or suggest a shared Virtual Reality bonus event of skill. Because neither Luciano Jr., nor Luciano Jr. in combination with Kelly disclose, teach or suggest each and every limitation of claim 90, the claim is allowable. Since claim 90 is allowable, its respective dependent claims (91-94, 104-109, 111-115, and 121) are also allowable.

Moreover, because claims 1, 19, 30 and 90 are allowable and generic to all of the Species identified in the March 9, 2004 Office Action, applicants are entitled to consideration of the claims to Species 1 (claims 12, 21, 49, 106), Species 2 (claims 13, 22, 50, and 107), Species 3 (claims 14, 23, 51, and 108), Species 4 (claims 15, 24, 52, 109), and Species 6 (claims 26 and 56), under 37 C.F.R. 1.141.
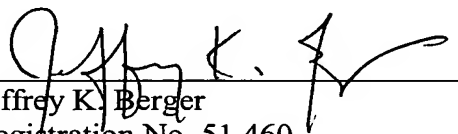
In view of the foregoing, it is respectfully submitted that the rejections have been traversed, and reconsideration is respectfully requested. If there is any matter that the examiner would like to discuss, the examiner is invited to contact the undersigned representative at the telephone number set forth below. No fees are believed due, but should a fee be required, the commissioner is directed to Deposit Account 13-2855.

Respectfully submitted,

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Date: May 23, 2005   By: _____

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